

WHIRLWIND SCORPIUS [LEGENDS]

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

AUFSTELLUNG

1x Whirlwind Scorpius [Legends]

Equipped with: Hunter-killer missile, Scorpius multi-launcher, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Scorpius multi-launcher BLAST, INDIRECT FIRE	48"	2D3+3	3+	6	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Scorpius multi-launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).